IDW®

#1

ZUB
DUNBAR
BOVE

LEGENDS OF BALDUR'S GATE

DUNGEONS & DRAGONS®

TYRANNY of DRAGONS™

LEGENDS OF BALDUR'S GATE

DUNGEONS & DRAGONS®

TYRANNY of DRAGONS™

Written by **Jim Zub**

Art by **Max Dunbar**

Colors by **John-Paul Bove**

Letters by **Neil Uyetake**

Edits by **John Barber**

Special thanks to the D&D team at Wizards of the Coast.

IDW®

www.IDWPUBLISHING.com

IDW founded by Ted Adams, Alex Garner, Kris Oprisko, and Robbie Robbins

Ted Adams, CEO & Publisher
Greg Goldstein, President & COO
Robbie Robbins, EVP/Sr. Graphic Artist
Chris Ryall, Chief Creative Officer/Editor-in-Chief
Matthew Ruzicka, CPA, Chief Financial Officer
Alan Payne, VP of Sales
Dirk Wood, VP of Marketing
Lorelei Bunjes, VP of Digital Services
Jeff Webber, VP of Digital Publishing & Business Development

Facebook: **facebook.com/idwpublishing**
Twitter: **@idwpublishing**
YouTube: **youtube.com/idwpublishing**
Instagram: **instagram.com/idwpublishing**
deviantART: **idwpublishing.deviantart.com**
Pinterest: **pinterest.com/idwpublishing/idw-staff-faves**

DUNGEONS & DRAGONS LEGENDS OF BALDUR'S GATE #1. OCTOBER 2014. FIRST PRINTING. Dungeons & Dragons, Wizards of the Coast, their respective logos, Baldur's Gate, and Tyranny of Dragons are trademarks of Wizards of the Coast, LLC. in the U.S.A. and other countries. © 2014 Wizards. All Rights Reserved. IDW Publishing, a division of Idea and Design Works, LLC. Editorial offices: 5080 Santa Fe St., San Diego, CA 92109. The IDW logo is registered in the U.S. Patent and Trademark Office. Any similarities to persons living or dead are purely coincidental. With the exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the permission of Idea and Design Works, LLC. Printed in Korea.

IDW Publishing does not read or accept unsolicited submissions of ideas, stories, or artwork.

CRADLED IN A CROOK OF THE CHIONTHAR AND OFTEN SWADDLED IN MIST, ***BALDUR'S GATE*** CLINGS TIGHT TO THE GRANITE BLUFFS THAT CHANNEL THE RIVER. THE CITY GREW FROM PIRATES' PORT TO FARMERS' FORT TO THE BUSTLING URBAN CENTER IT IS TODAY.

THE CITY'S STONE HAS SOAKED IN THE BLOOD OF ACCLAIMED HEROES AND TERRIBLE VILLAINS ALIKE. ALONGSIDE AND ATOP SUCH STAINS, NOBLES AND COMMONERS, RICH AND POOR, HAVE LAZED AND SWEAT, RULED AND BLED, AS THEY'VE PLAYED OUT THE STORIES OF THEIR LIVES—MAKING BALDUR'S GATE A PLACE OF HISTORY AND HOME TO ***LEGENDS***.

THE UPPER CITY.

NO!

LEGENDS OF BALDUR'S GATE PART 1

KR-IK

STAY *BACK*, DAMN YOU!

I DON'T KNOW WHO SENT YOU, BUT YOU *WON'T* GET AWAY WITH THIS!

SCHWIP

I'M NO *DAMSEL*, Y' HEAR?!

THIS *MOON ELF* KNOWS HOW TO *FIGHT!*

KRISH

SKREEE!

THAT'S NOT GOOD...

ARE *THESE* HOW YOU *STEER*?

SKREE?

GUESS *NOT.*

SMASH

SKREEEE!

OH, THANK THE *GODS!*

THE *WATCH!*

GOOD EVENIN', MISS.

ARE YOU LOST?

MY NAME'S *DELINA*, AND I'M—

SKREEE

WHAT TH—!?

NO, *PLEASE!*

IT'S *ME* YOU WANT!

LEAVE THEM *ALONE!*

SHUNK

RI-P

G'AAAH!

THE WIDE, FAMOUS MARKET IN THE UPPER CITY.

-HUFF-
-HUFF-

OKAY BOYS, LET'S GET THIS PARTY ALL PACKED UP.

GOTTA MAKE WAY FOR THE MARKET FOLK COMIN' AT DAWN.

-HUFF-
-HUFF-

THE PATRIARS LOVE THEIR WINE, EH?

YEESH! THEY WAS DROWNIN' IN IT!

WISH I HAD COIN LIKE THAT.

-HUFF-
-HUFF-

-HUFF-
-HUFF-

OH?

WHOA—

FLAP FLAP FLAP

NOT AGAIN...

OI THERE, LUV!

YOU SHOULDN'T BE HERE!

OKAY, YOU GRANITE GOONS, I'M *THROUGH* RUNNING...

AHHHH!

SKREEEEE-

I DON'T KNOW WHO SENT YOU AFTER ME, BUT I BET THEY DIDN'T TELL YOU I'M *DELINA* THE *WILD MAGE.*

MY SOUL IS FILLED TO THE BRIM WITH POWERFUL AND UNPREDICTABLE *MAGICAL MIGHT!*

I'M... I'M *SERIOUS... STAY BACK!*

FIRE, LIGHTNING, PURPLE FLOWERS...

...ONCE I SET MY SPELL LOOSE...

...A-ANYTHING COULD HAPPEN!

FWOOSH

ANYTHING...

SWAM

OOPS!

POP

POP

POP

POP

STAND DOWN, DIRTY MINIONS OF EVIL—

UH...

—OR FACE MY HAMSTER'S *WRATH!*

SKREEE!

YOU THINK YOU'RE THE ONLY ONE WHO MAKES *SCARY HISSES*?!

BOO, SHOW THESE FOOLS WHO THEY'RE *DEALING WITH!*

SQUEEEEEE–!

NEERA, HOLD MIGHTY *BOO* WHILE I DEMONSTRATE TO THESE *EVILS* WHY SWORDS ARE MADE FOR *STABBING!*

UH, MY *NAME'S* NOT...

IS THAT A *HAMSTER*?

SQUEE!

EVILS... PREPARE FOR THE *LOSING*!

WOOSH

AH-HA!

WELL DONE, EVILS! I'M IMPRESSED WITH YOUR—

POUNCE

AAHH!

SHRESH

SHRESH SHRESH

OW! OW!

OUCHIE...

SQUEEEE!

OKAY, EVILS, YOU STRUTTED YOUR *BADNESS*...

...NOW IT'S *MINSC'S TURN!*

SK'UH!

SHUNK

RAAAH!

OH, WOW...

KER-

SMASH

YOU SEE, NEERA?

THAT IS HOW WE SMASH EVILS IN RASHEMEN!

CRUMBLE

CRUMBLE

HALT IN THE NAME OF THE WATCH!

HALT!

WE ARE VERY *HALTED*, GOOD SIR.

THERE'S NO NEED FOR *RAISED VOICES* OR *BOILING BLOODS*...

SQUEEEEEE!

SIR, SHE'S GOT *BLOOD* ON HER!

TWO GUARDS WERE *MURDERED!*

DO YOU TWO KNOW ANYTHIN' 'BOUT *THAT*?!

NO, NO... IT WASN'T *US*! WE DIDN'T KILL *ANYONE*!

MY FRIEND NEERA IS *CORRECT*. WE'VE PURGED ALL *MURDERNESS* FROM THESE PARTS.

I DON'T THINK THEY BELIEVE US...

HMMM...

SURRENDER AND PUT DOWN YOUR WEAPONS!

NNNG...

FWAPE

AAAH!

COLOR SPRAY!

WE'VE GOTTA GET *OUT* OF HERE!

NEERA, THIS IS ALL QUITE *STRANGE*...

I TOLD YOU!

MY NAME'S *NOT*—

—WAIT A SEC.

OKAY, *FINE*. I'M *NEERA*...

I'M NEERA AND I NEED YOU TO *COME WITH ME RIGHT NOW!*

WE'VE GOTTA STOP EVIL OVER *HERE*!

W-WE *DO*?

RUN!

HA *HA!*

STOP THEM!

YES, SIR!

DON'T FALL BEHIND!

NEVER!

EH?

I THINK THA' WAS TH' *BELOVED RANGER!*

SHUT UP, YE *DRUNK!*

WHERE... WHERE *ARE* WE EXACTLY?

BALDUR'S GATE!

AH YES, *BALDUR'S GATE!*

THE *FINEST* CITY IN ALL THE *WESTERN WORLDS!*

A TURBULENT *STEWPOT* WHERE MAN AND HAMSTER MAY FIND *GRAND ADVENTURE!*

SQUEE!

LOOK, *MINSC*... YOUR NAME *IS* MINSC, RIGHT?

YES, BUT YOU *KNOW* THAT!

RIGHT, RIGHT...

LOOK, I NEED YOU TO LISTEN 'CAUSE THIS IS *IMPORTANT.*

MY *BROTHER* IS SOMEWHERE HERE IN BALDUR'S GATE...

SOMETHING *TERRIBLE* HAS HAPPENED TO HIM AND I NEED TO FIND OUT *WHERE* HE IS TO MAKE SURE HE'S *SAFE*!

MINSC, *WILL YOU HELP ME?*

I DID NOT KNOW YOU HAD SUCH AN *ELF SIBLING* OR THAT HE WAS IN *DANGER*...

O-OF *COURSE*, I WILL!

SQUEE!

THERE THEY ARE!

IF THERE IS *DANGER*, THEN I SHALL *DANGE* IT!

UH OH...

DON'T LET 'EM GET AWAY!

IF THERE IS *EVIL* TO BE *KICKED*, I SHALL BE THE *KICKER*!

C'MON!

THIS WAY!

I HAVE NOT RUN THIS MUCH SINCE THE RASHEMEN WOLF RACES OF MY YOUTH...

OKAY, MAYBE NOT...

SURRENDER, BY ORDER OF THE PATRIARS AND THE COUNCIL OF FOUR!

IF YOU BE TRUE WARRIORS OF GOODNESS, THEN YOU KNOW WE ARE ALSO HEROES OF GOOD AND RIGHT THINGS!

STAND ASIDE OR MY STEEL—

NO, NO! YOU'LL JUST MAKE IT WORSE!

TAH-DAH!

WHAT TH—

KA-WHUMP

OOF!

TONK

=—UH=

OH, GREAT...

... THIEVES!

TO BE CONTINUED!

WELCOME TO BALDUR'S GATE

*A letter from series writer **Jim Zub** with original black-and-white art by **Max Dunbar**.*

Without Dungeons & Dragons, I wouldn't be here.

I guess that sounds fairly obvious on the surface. If there was no Dungeons & Dragons roleplaying game, then obviously there'd be no Forgotten Realms, no best-selling Baldur's Gate video-game series, and no *Dungeons & Dragons Legends of Baldur's Gate* comic book 40 years later...but that's not what I'm talking about.

I mean me, the ***writer.***

Jim Zub the storyteller exists because of Dungeons & Dragons, the game.

When I was 8 years old, my older brother Joe and cousins Kevin and Mark introduced me to D&D. Even though the Dungeons & Dragons Basic red box set was clearly labeled "ages 10 and up," I convinced them I was mature enough to be a part of their adventuring group (and, by that, I mean I whimpered and whined until they let me join).

Right from the start, I could tell this wasn't like any other game I'd ever played before. No cards, no board, no limits. No matter how young or small I was in real life I could create a character just as capable as the adults I was playing with. The Dungeon Master asked us what we were doing and my decisions, along with nerve-wracking rolls of the dice, had as much value as anyone else's at the table.

After that first taste of adventure, I was absolutely hooked.

Our party delved into strange lairs, slew horrifying creatures, and gathered fabulous treasures. Every choice we made had unforeseen ramifications and not even the DM knew how it would all turn out.

Each turn I'd get a chance to make my mark on our exciting collaborative story. If I did something memorable, the group would laugh and I got to feel like one of the grown-ups. Unexpected banter, battle cries, one-liners—I wanted to entertain everyone and make sure my character left an impression.

As the years went by, I grew up and roleplaying games grew with me. I moved behind the DM screen and started building grand adventures for my friends to quest through. Drama, plot, dialogue, pacing—all those core creative skills were honed by sitting around the gaming table using my imagination.

My writing career is, in many ways, my most ambitious "RPG campaign" yet. It's new and exciting but, at the same time, I'm still playing the game—creating characters, coming up with scenarios... doing everything I can to engage an audience. In my head I'm playing through the character interactions and figuring out what comes next.

Roleplaying games are the best entertainment money can buy. They create lifelong bonds between friends and spark our creativity with a framework that encourages the unexpected.

Getting the chance to tell a Dungeons & Dragons story as part of the game's 40th anniversary, carving out a new chapter in the fabled city of Baldur's Gate... it's wonderful, ridiculous, and surreal all at the same time. Somewhere inside of me there's an 8-year old Li'l Zub screaming with joy as he runs around the house pretending he's kicking skeletons in the face.

My thanks to Ted Adams, John Barber, Mike Mearls, Greg Bilsland, and the rest of the crew at IDW and Wizards of the Coast for giving me this incredible opportunity. Max Dunbar is a stellar collaborator and I'm honored to see my words brought to life by his appealing designs and confident page art.

As I write the *Legends of Baldur's Gate* comic, I try to channel the joyous adventuring spirit ignited in me many years ago by my favorite game. I hope you read our story and feel that excitement coming through.

Roll initiative... ***Let's do this!***

Jim Zub

September 1, 2014

SEND US YOUR LETTERS:
Send your thoughts on this book and all things Dungeons & Dragons to:

LEGENDS OF BALDUR'S GATE,
C/O IDW PUBLISHING,
5080 SANTA FE ST., SAN DIEGO, CA 92109

or email letters@idwpublishing.com

Mark all letters "Okay to print"!